

1. Moomselumz

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CoF	Comstock - Long	Points	145 p
Targets	14 paper, 1 popper, Total 15 targets	Min rounds	29
Firearm	Handgun	Match-%	24.37%

Procedure	On signal engage all targets as they become visible, all three mumselumz must be eaten before last shot(trenges ikke å svelges)
Starting position	
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rule, and one penalty per mumselumz not eaten.
Safety angles	L/R
Setup notes	

2. Vedsækken

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CoF	Comstock - Medium	Points	120 p
Targets	12 paper, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	20.17%

Procedure	The woodsækk must be carrier from A-B before last shot.
Starting position	
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

3. Inn i luka

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CoF	Comstock - Medium	Points	110 p
Targets	11 paper, Total 11 targets	Min rounds	22
Firearm	Handgun	Match-%	18.49%

Procedure	
Starting position	
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

4. Guess What?

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CoF	Comstock - Medium	Points	100 p
Targets	10 paper, Total 10 targets	Min rounds	20
Firearm	Handgun	Match-%	16.81%

Procedure	Shoot all targets sitting on the chair
Starting position	Sitting on chair
Firearm ready condition	GUN in one box magazines in the other
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

5. Professor proton

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CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	10.08%

Procedure	
Starting position	Start at table
Firearm ready condition	Loaded on table, empty chamber
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

6. Heimert

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CoF	Comstock - Short	Points	60 p
Targets	6 paper, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	10.08%

Procedure	On signal engage all targets carrying the heimert dunk in strong hand shooting weak hand only
Starting position	
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	